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A Guide On Creating A Warrior Cat Fanfiction

A Guide On Creating A Warrior Cat Fanfiction

So now a-days, as I like to read Warriors FanFictions once in a while, I often see a lack of things like creativity, writing-style, personality development and the understanding of the Warrior Cat world in these books. It frustrates me that a lot of people come up with the same plots, names and looks for their characters. It frustrates me that people write like they don't care. So I have decided to create my own guide to help all Warriors Fans to create their own fanfiction if they like doing those kinds of things!

Now off with the introduction, all of you! I recommend that only Warriors Fans read this as well because it's pretty obvious that people who do not read the books will not understand this guide. Please use this guide wisely as well! This is the re-written and revised version of it!

~L.TC

Contents

This book has a lot of advice, in which it will include a variety amount of topics and materials that people really need help on. Here are the contents:

1) Creating the Character

2) The Setting

3) The Beginning, Middle and End

4) Tips and Reminders

5) The Worst Warriors Fanfiction Ever

6) Stereotypes Found in Warriors Fanfictions

7) Battle Scenes

8) General Writing Tips

9) Side-Characters

10) The Antagonist *(Coming Soon)*

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13) Actual Writing Advice That I Hope is Practical for You *(Coming Soon)*

Creating Your Character

NOTE: everything is based off of the opinion and observations of the author. This is just advice written by her own knowledge, and you are by no means obligated to follow any of her "rules or guidelines." They are only there to provide help if needed, or suggestions. Every author has the right to create whatever they want!

REVISED AND EDITED COMPLETELY

There are many fatal flaws to a character when the author is creating and developing them. I will include this part here because of the various amount of reasons: 1) characters *build up the plot* of the book, *narrates the story*, and gradually *increases the interest of readers*, and 2) these characters are what you will be stuck with throughout your whole book, so it's best to have a likable one.

To start off, building up your character is pretty fun because you can do anything you want to change them up. To other authors, it is very frustrating because they are at a loss when it comes to creating names, looks, personality, etc. I'll use a few examples of characters to help illustrate the different varieties.

***TIP:* Give your characters flaws!**

Let's first notice Erin Hunter's own characters. Graystripe is a good example; he is nice, determined, but he eats a lot (which makes him slightly overweight, a funny trait). Something well-known about him is that he broke the warrior code to take up a mate from another Clan, but he made up for his mistakes just as he always has. Despite his slightly troublesome personality, he is overall very determined and wholehearted. We notice here that Graystripe has many good traits to his personality, but he also has flaws. *This* is what makes the character enjoyable, so you have to watch how far you take their good moments.

Ravenpaw is another good example. He is very cowardly, and

always wants to be brave to impress his mentor, Tigerclaw, despite his constant fear. He witnessed a vital part of the first arc's story, which caused him to have many conflicts with himself. Despite this, though, he can never turn down a cat in need of help, and he is always there for his friends. He is a great example of a flawed but good character, because he has many bad traits and makes up for them with his good heart.

Now I can go on and on about Erin Hunter's amazing characters, but let's just take things step by step. Just like Erin had done, we have to sit and think things through carefully.

Creating the personality.

Putting two-and-two together. Building the character's personality is what flaws most of the Warrior Fanfics out there (that I've read). The author of the story rarely sticks to what they made their characters become, and often give them multiple personalities because they simply couldn't choose one. One way to break apart multiple personalities is by giving them to the side-characters, to make things simple. Keep track of all your character's personalities so that your story doesn't become a huge mess!

Continuing on, creating the personality is also hard because there are countless different traits to choose from. And if you choose a personality that does not suit your cat's actions at all, the readers will get aggravated! So to make your personality fit in well with your protagonist's actions, make a chart and line together the believable pairs.

Here is an example of a character who's actions do not fit their personality:

Mintkit is very shy and quiet, silent as a mouse. She rarely likes to talk to anyone because she witnessed her mother's death when she was just two moons old, and things have been hard for her ever since . Other cats simply did not understand that .

Her brother, Leafkit, trampled into the nursery clumsily, carrying a moss ball.

"Let's play catch!" he squeaked with excitement, green eyes blazing. "It's so warm today, you won't believe *it!"*

Mintkit, suddenly excited, stood up. Her kit fur was fluffed up and her tail lashed playfully. "You're on!" she challenged. The two kits raced to the center of the camp, and they had a rough battle of moss-ball-catch. Playing these fun games made Mintkit forget about her mother's dreadful accident, and she had a great time.

So as you see here, Mitnkit is supposed to be 'shy and quiet as a mouse.' She witnessed something heartbreaking, something we'd all never want to see. And she was playing moss ball like a normal kit, as if nothing happened with her past. Her personality of so quickly forgetting her mother and suddenly becoming outgoing enough to play with her brother does not match her backstory or how she is described at all.

So please, if your cat is shy and quiet, they won't be accepting fun offers too much. Shy and quiet beings often tend to gain observant traits, and they are better listeners than talkers. Let's say that Mintkit was hot-headed. If she lost the game, she'd be enraged. Sad personalities fit when the character is so engulfed in their past or with things happening around them; they tend to often lose themselves in their thoughts. So you get the gist of it, right?

Stick with one personality, and base your character's actions off of it.

Mary Sue's have got to stop. Definition of a Mary Sue: the character that is too perfect. No, that is not a good thing, actually. It means that the protagonist is too much to handle, to be honest with you. A Mary Sue is far from the perfect character, my dear readers. You must understand this concept.

What happens to a Mary Sue:

-receives a lot of undeserved attention

-good at everything

-nothing bad will ever happen to them

-unnaturally beautiful

-unnaturally talented.

I am pretty sure you know that this list goes on, but this is as much as I will jot down. Please listen to me: do NOT do any of those things listed in that list I wrote. Character flaws are VITAL to creating a good Fanfiction, because I'm pretty sure that nobody else likes these so-called "Mary Sue's" either.

Here is an example of a Mary Sue:

Robinpaw has just been named an apprentice a day ago. She trembled with excitement as she awaited for her mentor, Sparrowtail, to return. The break of the dawn light has filled the camp, and shone down onto her beautiful, glossy white pelt, warming it up pleasantly.

Finally, his scent reached her and she jumped with excitement, knowing that soon she would finally leave camp for a second time.

"Sparrowtail is here!" she eagerly told her denmates, who were half-asleep.

One of her denmates, Blossompaw, sleepily heaved herself up . Mosses and feathers clung to her pelt messily . The older apprentice looked at her with dull eyes, full of exhaustion. "What? I don't smell anything. The only scent clear to me is the apprentice den ." Robinpaw s et her jaws part, tasting the air for the senior warrior.

Then, Blossompaw's brother, Treepaw's, green eyes flicked open. They sparkled at the sight of Robinpaw. He quickly took his eyes off of her and glanced at Blossompaw. " Robinpaw obviously has a better sense of smell than you," he meowed between a yawn.

Blossompaw shrugged. Robinpaw's head then whipped around as she looked at the entrance of camp, eager for the arrival of her mentor. The ThunderClan warrior's gray tabby pelt soon came into view . He gave Blossompaw and Robinpaw and warm smile, and beckoned his tail to the two of them.

"Come on," he said to the two apprentice she-cats. Then he added, looking to Robinpaw, "Today will be your first hunt, and I am

determined you will catch something on your first try!"

He turned, and began to trot away. Blossompaw eagerly squeaked as she ran ahead of the warrior, but Robinpaw ran faster than a WindClan warrior out of the camp, shooting right past Blossompaw since she was much quicker than her anyway .

Soon when they were deep within the ThunderClan forest, Robinpaw parted her jaws, seeping in the scents around her. Scents of mice and birds filled her throat, but she was determined to catch something great ; a squirre l! Suddenly, what she wanted hit her nose. Ahead of her, she saw the gray fur of her prey, gnawing on nuts under nettles of a bush for shelter.

Robinpaw knew she could catch it, and darted forward. She felt Blossompaw's eyes shoot in her direction with worry . "Why is she going straight at it?" she hissed to Sparrowtail , keeping her voice as quiet as possible. "She doesn't even know how to hunt yet!"

Robinpaw turned around and saw him shrug. Then she turned back to her prey and crept forward. Her lean muscles rippled beneath her smooth pelt, and when she was close enough she leaped, catching the gray squirrel between her claws. The creature barely struggled as her thorn-sharp claws pierced into its neck, instantly killing it before it even felt the pain . She gasped with excitement. It was her first piece of prey ever!

Everything went well at the end of their hunt. Robinpaw bounded back to camp with an exciting catch of two mice, a vole, and a squirrel, while Sparrowtail carried a starling, and Blossomfall with a shrew that almost escaped her reach. Dropping it in the fresh-kill pile, the Clan took interest in her as Robinpaw boasted out about their hunt.

So, that was painful to write. It really annoyed me. Yeah, I was over-exaggerating a bit but I'm sure you guys got the point by that example. I'm pretty positive you agree with me, because a story is rarely interesting without the struggles of the main character. Readers generally enjoy a story about someone who is realistic. Unique personality traits are also really good eye-catchers. But readers do *not* enjoy a character with no misfortunes, side-conflicts or even emotional conflicts.

Perfect characters just ruin the story.

Building the traits.

You've got to look your best, right? People are never creative when it comes to designing the looks of a character. Here's basically every main character in Warrior Cat Fanfiction novels: blue or green eyes with white fur or light gray tabby fur; red eyes and a black pelt; green eyes and a ginger pelt; extremely unrealistic designs such as lightning bolts and stars across their fur, and as well as a looong fluffy tail. Yep, basically it. (Okay, not so much anymore, but back in my day when Warriors Fanfictions were booming on the Wattpad site, there was barely a variety of characters!)

I. Hate. This.

Using common looks is never interesting, because readers will instantly think, "Oh, this story might just be like the other two-million, so I guess it's not worth it." Do you want your readers to think like that, and then loose potential fans? No, I'm guessing not. So let's get started on the proper way to "dress up" your cats.

Mix and match a bunch of different kinds of looks. Ginger pelt with black or tan spots and gray eyes; tawny pelt with amber eyes; silver tabby with brown eyes, etc., and REDUCE THE FLUFFY TAILS. I am sick and tired of these fluffy tails, because for some reason every she-cat protagonist has to have one. I know they're cute, but they're not necessary!

Most importantly, do not forget the realism of the look. Cats cannot have various lightning bolts, a crescent moon on their forehead (if you get my reference on this, I love you), and star-shaped fur patches on their chests. They do not have weird dots above or under their eyes. They can't always be fluffy. I beg of you to understand my point here.

Make the look realistic, so that means no purple eyes, red eyes, black eyes, white eyes, pink fur, light blue fur, yellow fur, or red claws. The amount of different possibilities is almost endless, so I am pretty sure you all get the idea already.

(There's such thing as albino cats, where cats have white fur and red eyes. But this is extremely uncommon. What I mean by using red eyes is, most cats do not have the capability of having the sort of pigment. Albinos are super rare and red eyes are not a natural phenomenon. Hope you understand).

Oh, and don't forget, cats can be ugly too! That was a major conflict in the book "Crookedstar's Promise."

My name is Normal. Every character has such a boring name, I cannot even pick up their books. Everybody basically forgets how important naming your characters are anymore. People randomly just throw in names most of the time to get it over with, but others like to think it through. Yes, people waste time on this stuff; those who name their cats weird things are too much.

(My protagonist has a boring name but I made that name up when I was 10 and it just stuck XD).

Avoid names such as colors they do not often use, such as "Pink, Purple and Tan." There is a Pink Eyes in the Dawn of the Clans ark, but he is not considered a Clan cat because the groups haven't formed the Clans yet in the first place. I just really did not like it because it did not sound right . . .

Also, don't use names such as "Tornado, Panther, Cheetah, Horse, Sheep, Dog"—tornados would probably be called the Great Winds or something like that, cats do *not* know what tornados are. Also, they do not know what panthers and cheetah's are either, because they are not mentioned once throughout the books (but if your Fanfiction is not based off the canon Clans, then by all means use those names! Who says your personal Clans don't know what panthers or cheetah's are?). The only big cats mentioned are lions, tigers and leopards (in the canon books).

Continuing on, names starting with Horse, Sheep and Dog is so ridiculous that I might puke. Cats never named their kits after a dog, and they never will. They are too scared of horses, sheep and dogs to honor them within a name, so it is highly doubted that they will name their kits after any of those creatures. And the name starting with Wolf, I guess it is acceptable, but try to limit the use of

the name wolf as much as possible because they never made an appearance in the books, and there was only one cat with a name starting with "Wolf" in Yellowfang's Secret. Also, avoid long names like "Mountain or Butterfly."

(Again, do whatever you want, but those are just my opinions. I'm highly unattracted to books with characters called Mountainflame or Butterflyleap).

Now time to get with names starting with "Wind, Shadow, Thunder and River." It is highly recommended not to do this, even though I can't stop you (if you're writing about the canon Clans—WindClan, ShadowClan, ThunderClan and RiverClan). It is rare for the Clan cats to name their kits after their Clan or even another Clan, and it had only happened once throughout the entire series—Windflight in Bluestar's Prophecy (twice now, if you've met Shadowkit in the latest books). I didn't really like it much because it does not make much sense, but alas, I obviously cannot stop you.

Okay, time to cover one more thing about naming your character. Do NOT name your character something starting with "Autumn, Winter, Summer or Spring." NO EXCEPTIONS. They do not know what these terms mean since they call the seasons "leaf-fall, leaf-bare, greenleaf and newleaf." In that order.

Maybe "*Spring*" could work out if you're naming a kit after their "springy" demeanor, but it still doesn't make much sense.

I think you understand how to name your cats now, right? Now you are all set in creating your character!

The Setting

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THIS CHAPTER HAS BEEN EDITED AND REVISED

The setting is a very important part of your book, right under the character. The setting is where the Clans reside, where they live and strive and fight and make memories. I think that this topic is important to go over because a lot of people never really consider their settings. They just make a forest, a river-like area, and a moor. That's it. No special details, nothing. (Heck, it's so common that this is pretty much the setting in *my own* non-canon Warriors Fanfiction). So here, I will guide you into creating a memorable setting.

Making your own Clans.

The setting, of course, has to take place by a Clan area. Whether your protagonist is a part of the system of the Clans or not, the whole plot of the series revolves around these warrior Clans.

Add a few landmarks. Like me, some writers like to make their own Clans. In one of my books, I make up five different Clans that have nothing to do with the original ones, because I wanted to feel more creative, and I am sure a lot of you feel this way too.

When you make your Clans, first start off by deciding interesting landmarks that are worth mentioning, such as places that are forbidden to go, places to collect herbs, dangerous areas, prey-plenty areas, and more. One example of a forbidden area you can add into your book can be a Twolegplace (human town). Interesting events often happen in Twolegplaces, so for more things to write

about, go ahead. Another "forbidden area" idea can be a part of the forest inhabited by foxes, or something like that. Just try to add landmarks as best as you can.

Always try your best to include hidden areas that may add mystery in to your books. I do this a few times in my own series, and Erin Hunter and a lot of you writers do this as well. Personally, mysterious landmarks are the most interesting things to read about, because you never know what is going to happen there. Such landmarks include secret caves, underground passages, tree hollows, and more.

Also, ALWAYS add an area where the cats host their gatherings, and an area where medicine cats go to meet StarClan. Try not to copy too much of Erin Hunter's ideas, and try to be original when making them! Some relation is okay only if you don't majorly steal ideas. If you're all out of ideas, go ahead and take as much inspiration as you can from Erin Hunter. Nobody's gonna stop you (XD).

Creating your Clan name. What I actually find most difficult is creating a name for the Clans. For some people, it's easier than others, but that does not go for everyone.

What I recommend you do is finding a name that fits the Clan personality, territory and cats altogether. RiverClan fit well in the original books because the cats living there swam, lived by a river, and ate fish. ShadowClan matches the cats of their Clan, where they hunt at night and lived under the shadows. The name WindClan fit well with what they loved, and what they did and their personalities. ThunderClan is just . . . ThunderClan. There's not much else to say. They're special snowflakes, I guess.

So when you create the Clan name, don't forget to match the name to the setting/vibe of the Clan, and try to *not* name your Clan after animals! "SquirrelClan" sounds too awkward, like it's a Clan made up entirely of squirrels. Just sayin'. It's only a recommendation, but you can if you want.

Laying out the territory. When creating your own Clans, try not to only copy ideas from the original Clans, where there was a river territory, a moor, a forest and a marshy area (as mentioned before).

(Even though I literally do this in my own book).

I recommend to try and make creative territories such as rocky landscapes and gorges and caves where the Clans can reside. I mean, it's okay to do it (I guiltily have done it) but I feel that people will be more interested when a Clan has there own thing going on.

Some interesting ideas that may help you could include having a Clan on a beach, on a mountain (NOT the Tribe cats), in a sterile volcano, in a jungle, in an abandoned Twolegplace, etc. The possibilities are endless!

Go creative with your territory!

Sticking to the original Clans.

Writing about the original Clans is much harder than writing about your own Clans. I think this is because you already have a certain Clan personality you have to follow, a territory that was already built for you, and rules and customs of the originals that you have to uphold. But writing about the originals can certainly be just as fun, because you are taking something big into your own writing power.

When you write about ThunderClan, RiverClan, WindClan and ShadowClan, please use the landmarks that have been given to you. There is an old abandoned Twoleg den by ShadowClan and ThunderClan. There is a Thunderpath by WindClan. There is a river called the Moonpool Stream right in between ThunderClan and WindClan. They reach the gathering by crossing a huge fallen tree. They have a place where they meet StarClan called the Moonpool. THERE'S SO MUCH! You have to make your Clan live going by all these original territory ideas.

Writing in the Old Forest. There are lots of people who like to create a story before the time of Bluestar, Firestar and Tigerstar. When you do this, you obviously must stick to the old territory landmarks, and keep in mind that some parts of the warrior code never changed because this time was so far behind.

SkyClan. There are a heck of a lot of fan-fictions that are about

SkyClan. Some people write when ancient SkyClan was still a part of the Old Forest Territory, and some people write about modern SkyClan and how they adjust to their hard lives.

But also, notice that some other people write about SkyClan finding their way to the New Lake Territory, where the four Clans reside. This is possible, but I think that we shouldn't do that just yet. (Cough cough, Erin Hunter is writing a new Warriors arc, and they spoiled that SkyClan might be taking a part in it with the original Clans! Who's exited? I know I am).

Also, keep in mind that SkyClan has their own landmarks as well. I didn't forget about this. Neither should you! I'm watching you!

The Lake Territory.

People's favorite thing to do is to make a FanFiction taking place in the Lake Territories. Okay, my biggest recommendation: if you have not finished the second arc up until the fourth arc, do NOT make a fanfiction taking place in the new territories, or you will be utterly confused at what you are writing about. Also, I think you guys should read the Super Edition: Bramblestar's Storm as well before proceeding with your fanfiction. So many things happen there . . .

The Tribe cats.

Guys, do not forget that the Tribe cats live on the MOUNTAINS. No forests, no moors. Mountains.

The mountains are cooler in climate than the regular Clan territory —don't forget that. The prey there and the herbs there are different than the Clan cats. There are also many lakes and rivers and waterfalls on the mountain, so keep that in mind as well. The Tribe cats even have different words for things such as seasons, insults, ranks, etc. Make sure to do proper research about this before writing a Fanfiction about the Tribe cats. A good way to get fully immersed with their ways is by reading the second arc (The New Prophecy), and the fifth arc (Dawn of the Clans). These books touch the subject of the Tribes quite often and may help you with your writing journey.

If you have not read past the second arc, do not make a fanfiction taking place with the Tribe Cats. You will obviously not know what to write.

The Prophecy

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Most to all people create a prophecy for their books, so this may be one of the most popular Warriors Fanfiction Guide topics. I'll try my best, because even in my fanfic, THE PROPHECY WAS SO DARN HARD. Imagine just sitting there for like maybe seventeen hours (I may be exaggerating) just trying to come up with a mysterious, ominous and awesome prophecy that will literally just complete the book to make it awesome.

Yeah, it's pretty hard for some people. Others don't need help at all. But I still recommend reading through this chapter, because it will give you a various amount of tips, do's and don'ts.

How to get started. Getting started is the easy part. You have to know just a few things to be ready on creating the prophecy, and these are easy-to-remember tips.

1) ALWAYS have in mind what the prophecy is about. Whether if it's a warning to your protagonist to do something, to *not* do something, to defeat an enemy, to save the Clans, etc., whatever it is, you must always keep in mind the TOPIC. What is your prophecy is being directed towards? Your readers need to know so they can grasp and get a firm understanding of the plot altogether.

2) Lay out the basic details of the prophecy. For example, the goal, who is in it, how long the prophecy will be, will it rhyme or not, who gives it to your cat, and how your cat receives it. Remember: WHO, WHAT, WHERE, WHEN, WHY?

If you keep the prophecy's layout in your mind, it'll actually be a lot easier than you expected, so try not to forget these two tips! What's really the most difficult thing about creating a prophecy is the use of right wording. Some authors come up with either the most obvious, most ridiculous, and the most horrible prophecies anyone could think up, or the cleverest and coolest thing you've ever seen that just makes you want to read their book.

You see, it's important.

So now, let's get in to the other topics.

What Not to Do.

The *Prophecy* section is not going to be short at all, even though that's what most will expect. I'll try to make things as simple as possible.

Do not make it obvious. Under any circumstances, do not do this! Oh my StarClan, this is what makes me annoyed about a fanfiction right from the start, because it's so freaking common that it's not funny.

So here's a thing I advise you to avoid: please don't use your character's name in the prophecy. Most official Warriors prophecies had no name. Heck, I don't think any of them had a name included, because Firestar's prophecy does not count at all.

Things like "The Storm and the Cloud will thunder upon the Trees" is too obvious. We already can tell that the two heroines, names starting with Storm and Cloud, will defeat an enemy with a name starting with Tree. We all know, guys, so don't make prophecies starting with names, either. What I'd do is "The storm clouds will thunder upon the treetops." Even though it's still obvious, flows much better and it's not *as* obvious as the first choice.

Here's an example I made for you guys of what NOT to do:

Goldenflight looked around in the strange forest she has just appeared in. She assumed that she was just sleeping, and went on with it, walking deeper into the forest.

She often had dreams of running in the forests of her Clan, ShadowClan, but she knew that she was somewhere else. She was in a place so different than the regular Clan's forest, too. The leaves were healthier and greener, and even the soil felt softer. The air was fresher than what her Clans face d everyday. It was strange. But usually she was always in those dreams with her sister, Rosebloom.

Even though it was dark, she could see that the grass was brighter than it is suppose to be. "Where am I?" she wondered out loud.

"You 're in StarClan, young and precious warri or ," a soft, perfect, gentle voice said. She looked up and saw a starry black cat with green eyes staring down at her. "And I have called you here to give you a rather urgent prophecy."

Goldenflight was stunned. "Wha- me?" she asked with disbelief. "But I'm just . . . . Goldenflight! I'm no special warrior. I'm average like everyone else."

The black she-cat didn't say anything that had to do with what Goldenflower wanted to know. But then, she spoke, "Gold and Rose must rise to conquer Dawn . . . ."

"What?"

But as soon as she blinked with confusion, the black she-cat was gone, leaving nothing of her trace behind.

That prophecy sucked. Really bad. It's obvious that Goldenflight and her sister, Rosebloom are just going to fight some evil cat with "Dawn" in their name. Gosh, that's what I mean. I hate obvious prophecies.

Do not add and capitalize potential names. You all know what I mean. I even expressed it before how using names should be avoided in prophecies, because avoiding doing so will add a touch of mystery to your book. When names are used, and especially when the first letter of the name is capitalized, things are too stinking obvious.

(SKIP IF YOU HAVEN'T READ THE THIRD ARC. SPOILERS!) Take

the third arc for example: "The Power of Three." When Jaypaw first received the prophecy of the Three, he thought wrong about it. What I mean is, he thought that he, Lionpaw and Hollypaw were the chosen cats because it had no names included, no hints included, nothing to give a correct answer. But he was wrong. Hollypaw was not a chosen one. (END OF SPOILER).

(SKIP IF YOU HAVEN'T READ THE SECOND ARC, MORE SPOILERS!) In the second arc: "The New Prophecy," the tribe cats thought that Stormfur was the chosen cat for their omen/prophecy, but it turned out to be Feathertail even though she was part of another prophecy of going back to the territories to save RiverClan. Everyone thought it was Stormfur in the first place because there was no name mentioned in the prophecy, because he had no specific goals except for supporting his sister, and also because he probably looked stronger than Feathertail. But alas, they were wrong, and the silver cat who was supposed to save the tribe was not who they expected. (END OF SPOILER).

So you see, not using names can make people and even characters more surprised that they should be. Things will turn out differently, and change the tide overall.

What To Do.

There's much less to write in this section than the last section, so bear with me as I try to explain what to do in creating a warrior cat prophecy. This time, I'm making a list because I don't really need to explain things:

-Do what your readers don't expect.

-Obviously, be mysterious.

-Choose only the proper wording manner for your prophecy.

-Try being (mostly) short and simple. Complex ideas are confusing.

So that is all I have to offer! If you guys have any more tips, comment it down below because I might have missed something.

The Beginning, Middle and End

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This topic may seem not so important, but it actually is very vital to know about! Many Warriors fanfiction authors seem to just throw various different plot devises in their books, and I can never keep up with what is happening. When I was writing my own Fanfiction, I tended to do this a lot because I often ran out of ideas. This chapter is intended to help you out if you also have a tendency to do this! After all, the plot is VERY important, if not THE most important thing in your book. Constantly changing it will only ruin any good ideas you have.

TIP: ***Stick to your initial plot!***

Now, allow me to start us off with beginning your novel.

The Beginning.

Prologues. This is what I hate about prologues: they *always* start of with mostly 1) a she-cat kitting the main characters, 2) a battle going on, and/or 3) one or a few StarClan cats overlooking the Clans, telling each other how powerful the main character is and how they'll save the Clans or destroy them, also probably throwing in a prophecy. No joke. This happens way too much.

(I've seen so much variety nowadays, though. Warriors fanfic authors really stepped up their game lately!)

How do you make a prologue, you ask? Well, limit the stereotypes

and make up your own ideas, something that is vital to what happens in the book later! Limit the kitting she-cats, the battles and the StarClan prophets. This is annoying me and many other readers way too much.

Here is an example of what you should do: Perhaps you can start off with the main character having a dream. I honestly did this in my fanfiction, because that dream is what changed the Clan lives forever. Or maybe you could have two leaders arguing about something that will occur later on in the book, or your main character doing something against the warrior code which might create conflict in the first place.

There are many ways you can start a prologue, so please try to limit the overly used beginnings. This will hook your readers, and don't forget to add a cliff-hanger in the prologue that will get your readers to fall in love with your book!

BTW, I'm not saying you're not allowed to use these stereotypes! Don't forget that some stereotypes can be interesting.

ANOTHER NOTE, sometimes you don't even *need* a prologue. Some authors are so good that they just jump right in to their story!

From kit to apprentice. Mostly in the first chapter, or in a span between chapters 1-5, your cat will become an apprentice! We all do that, honestly. But I just wanted to tell you guys something. In the beginning, your apprentice DOES NOT KNOW HOW TO HUNT, also DOES NOT KNOW HOW TO FIGHT. They are innocent from the core, unless they've been haunted in their dreams by bad cats or secretly leaving their camp to meet with some super expert hunter or even another Clan cat at a very young age.

But this doesn't happen in most cases. Apprentices usually are fresh from the nursery, so they're not especially gifted at things they just learned! Please, just remember that.

Unless you have a reason, don't start your book with your cat already in a good height. I love seeing the story building itself up, and the protagonist earning their way to the top. Put some effort in to your beginnings to make a fresh and simple start, until BAM, the

problem hits and things get interesting.

I'm just saying, this is an interesting course to take because since a Clan is not accustomed to problems in the very beginning of your book, the struggle they face later in the plot will stand out more. I love seeing characters struggle because it makes the book more realistic.

So remember, humble beginnings! (Unless your cat is born into a harsh world, a mean mother, a bully as a littermate, etc, etc. . . .)

Also, if your cat is not an apprentice from the start of the book, then you have a much more interesting take on things. After all, warriors already have pre-developed personalities. There is nothing to develop before our eyes, since it's already there! Unlike warriors, apprentices have many different routes into how their personality will turn out and we thus not as restricted when you give them things to do. Contrarily, warriors (or older characters in general) have to follow the backstory you have in mind for them, even if your readers don't know their backstory. After all, unless your cat has some kind of personality disorder, they're not going to be changing their mind about things every two seconds and acting upon random new personality traits. This ties in with the *Characters* chapter of my guide book. Make sure you are consistent with the personalities you give to your characters, especially with pre-determined and older characters!

If you begin the story with an older character, you also don't necessarily need to follow the "humble beginnings" rule. Again, just make sure your character does actions that relates to their personality!

The Middle.

Conflict is essential. So up to this point, it is pretty obvious that your conflict had already erupted. There's either a deadly sickness, an all-out war or even a natural disaster such as an earthquake or a storm. Whatever your conflict is, it should be already happening by this point.

And whether your protagonist is a kit, apprentice, warrior, leader or

medicine cat, they are obviously involved in helping their Clan solve this problem, being that they're involved with the conflict, the cause of the conflict, or is helping the cat chosen for a prophecy or something like that.

BUT, some people don't start their conflicts at all until they reach the middle-end point, where it completely doesn't matter anymore! That author probably lost most of their readers, because nothing especially interesting happened and they're bored out of their minds! Trust me, even though you might not think you made a fanfiction like this, I'm pretty sure we all have. (When I was a newbie at writing, I honestly done it a LOT. But I deleted those terrible fics.) Or, some people may not even realize that they are reading a fanfiction like this.

Trust me, a warrior fanfiction without any conflict is extremely common, but hard to notice. Luckily, some of us see this flaw and want to open your eyes.

Please, try your best to have your conflict already forming towards the beginning, and completely all-out already in the middle. This way, you have a lot of ideas and time to make your protagonist and book plot develop into something amazing, something readers will never forget. I hope you understand!

Friends and enemies! Obviously, you need side-characters and an antagonist or more if the conflict of your book does not have to do with a natural disaster. Your main character should have already developed friends and enemies! When it comes to this, I love it.

Why I'm telling you to mostly develop these characters towards the middle is because your cat will be able to tell good from bad already, and choose what they want to do. And along the way, they often find partners to battle along side with, to love, to cherish as friends, and to help each other.

Plus, during the beginning you need that time to introduce the readers to the main character(s) and show what their personality and development is like. I don't want to read about a book where the protagonist is completely unknown to me throughout the whole book. I really love being able to get into the main character's head,

predict their actions, and put together the personality that the author had so carefully constructed for them!

Above all, the middle of your book is the perfect time to let your main character decide who they want as a friend and an enemy. It's harder than it sounds, so choose carefully!

The Ending.

Yikes, creating an ending is hard. I'll tell you why: some people are afraid that their endings suck, some people (like me) run out of ideas, some people are bad at creating battles if there is one (I'll get in to this topic later), or even some people wrap it up too quickly to even notice. There may be no emotional impact. There may be a neutral-end setting which is boring. The good guys may always be the winner.

Now, I will tell you how to make an unforgettable ending!

Pace it. Don't rush the ending, just because it's the end. When you rush an ending, you're going to cause your readers to get confused, and you may even confuse yourself! That's a terrible thing to do, because if you've written a good novel all along the way, and ended it badly, the whole thing will be straight-out labeled "terrible."

Slow things down a bit, add side tasks and missions, and even have scenes that may take some more time out of your ending. Just try not to make these boring, and have them relevant to the ending.

How to not bore to death your readers. I'm about to talk about how not to make a boring ending! Make an ending with an emotional impact. Such endings often cause the adrenaline to pump, and for the readers to be on the edge of their seat. These endings are what makes readers want more from your writing!

Here is an ending that may have to do with an antagonist: have your protagonist and antagonist talk before anything happens. Let them express their purposes, intentions and feelings. This way, we can understand both sides better and will be more emotionally struck when the ending occurs.

Make your character attached to their home: whether your character is a rogue, a kittypet, loner or from the Clans themselves. If their home becomes destroyed, your reader might have been attached to it in some way too. This brings a certain feeling that draws them to like the way the book is turning out.

If there's a death: your characters should be close to the one who died, because it creates a new trait that your protagonist may have, and it may interest the readers because of the large-created emotion. It can also add on goals that readers may want to see your characters achieve, such as a want for revenge, making things straight, or cutting ties with one they shouldn't associate with anymore. This is a good add-on to a great ending. And these tactics can also be used in any part of the story, whether it'd be begging or middle as well!

If you want to kill your character: this is probably the biggest hit of them all. If you do well to make your readers emotionally attached to the protagonist, killing off your character will actually make their eyes go wide and their mouths drop. Despite how sad it is, this is a good writing technique.

Now on to the next topic.

Good doesn't always win. As the title says, the good side can't always win, but it appears that they mostly do.

Some books have more than one battle, and the victory often leads to the team your protagonist is on. Please, just don't do that. No emotions will be built, no lesson-learning, no battle skill will be earned. Nothing interesting will come out of the good side always winning in your book. That can also mean for the end, as well.

In the end, sometimes people want to make a second book. So to make one, you must try to avoid letting your protagonist's Clan or team or whatever to be the winning side, so you can continue on in to a next book that will include more action-packed adventures.

Last piece of advice!

Try to read other books to get ideas of great endings that will fit

your plot perfectly. Look at Erin Hunter's examples of creative and different prologues, beginnings, middles and endings. Even look at fellow writer's ideas (but please don't steal them) to see what to do, just for inspiration of a beginning and ending that will fit your book *purrfectly*. I'm so lame . . .

Well anyways, try your best to look at good examples and find amazing pieces of advice and inspiration! That's what will always keep your book running on the good meter.

And remember, be consistent! Consistency with plot is key!

Just Some Tips and Reminders

NOTE: everything is based off of the opinion and observations of the author. This is just advice written by her own knowledge, and you are by no means obligated to follow any of her "rules or guidelines." They are only there to provide help if needed, or suggestions. Every author has the right to create whatever they want!

WARNING: this section is very controversial

1.) Don't make your book too short, unless you are doing a short story. (Also, keep in mind that some people might not like it too long).

2.) Please watch if you misspell something, because even I do it sometimes. Some people have built-in auto correct, but even so, check over your grammar and writing.

3.) Don't make only good things happen to your character(s). We've covered the Mary Sue thing!

4.) If you didn't read beyond the Last Hope, do not make a Warriors Fanfiction that is a continuation of the old characters, or you will be confused and get many things wrong.

5.) The Dark Forest doesn't come back. The Clans already defeated them (but keep in mind that some cats from the Dark Forest are still alive *smirks*).

6.) Scourge DOESN'T HAVE KITS OR A MATE.

7.) Sandstorm only had one litter of kits with Firestar.

8.) I recommend not to let your she-cat deputy or leader to have kits, because since they're female, they'd stay in the nursery for five to six moons doing nothing but taking care of kits. It is possible, because it happened twice in the books, but I just think you should

limit this.

9.) Many people don't like it when you add more Clans to the original four, though no one's stopping you. If you do, add a good reason why a new Clan is forming, and include how the other Clans feel about this, because if you do, it might be interesting.

9.5.) if you want to create a Fanfiction about SkyClan, read the newest warriors series entitled A Vision of Shadows. SkyClan makes an appearance and whatever canon events that happen in his book may become a conflict with your Fanfiction!

10.) If you really want to add on to the prophecy of the Three, then don't make it more than Four cats. I mean, really, too many cats in a prophecy is annoying.

11.) Again, if you want to add on to the prophecy of the Three, the Fourth cat can't have wings or ice powers or fire powers or any of that nonsense. They have to have something similar to Dovewing, Lionblaze and Jayfeather.

12.) Hollyleaf never had a mate or kits. If you're doing some type of Fallen Wings and Hollyleaf Fanfiction of their time in StarClan/ Tribe of Endless Hunting together as the deceased, that's fine I guess.

13.) **SPOILER!!!** Ahem, Hollyleaf is (SADLY) dead.

14.) Keep in mind of the Warrior Code.

15.) Not all relationships have to be forbidden, so don't make every single ShadowClan and ThunderClan cat skidoodle or something like that. It gets annoying.

16.) Medicine cats don't always have to have a forbidden mate and birth forbidden litter of kits! Argh, most medicine cats have morals.

17.) **ANOTHER SPOILER!!!** Please . . . you must accept that Firestar and Hollyleaf died . . .

18.) Cats can be funny sometimes, right, Goosefeather? (I thought he was funny).

19.) Pace your book(s). Do not rush apprenticeship, your cat's time as a warrior, or even as a deputy or leader if they become one. Let things go at a steady and reasonable speed.

20.) Take your time.

21.) Cats in Warriors do not have human expressions (I guess they can smile, smirk and grin maybe sob and cry as well, but cats cannot shed tears [it'll soak in their fur] and they ESPECIALLY can't blush).

22.) Sometimes I see people write, "car, autumn or fall, winter, summer, spring, street, house, human," and all those other words. But it is noted for the Warriors series that warrior cats don't know these words. Instead, it's, "monster, leaf fall, leaf bare, greenleaf, newleaf, thunderpath, Twoleg nest, and Twoleg." All those words were in order

23.) Okay, I see this a LOT: "Thunder clan, Shadowclan, riverclan, wind clan." Make sure you spell the Clans correctly! It's, "ThunderClan, RiverClan, WindClan, ShadowClan."

24.) Same for #23, cats names are not like this: "Fire star, BlueStar, FlamePaw, mouse fur." They are like this: "Firestar, Bluestar, Flamepaw, Mousefur." That's how it was written the whole book. And I only read the American version, so I don't know if in other countries it's different. I guess if it is that can be an acception. But if not, DO IT THE PROPER WAY!

25.) Kits in Clans generally don't call their parents "Mama, Mother, Ma, Mom, Father, Papa," or any parent terms. They call both of their parents by their names. But I guess if they are loners, like Sasha and her kits, they can call their parents those names. Also cats in the Mountains call their parents "mother or father."

26.) I got this idea from @SilpelitMariko; So most stories I have read are mostly revolving on she-cat heroines. The only toms I can see are temporary POV's, brother/mate/leader/Clanmates/deputy/ etc. Try making more stories with tom cats being main characters.

27.) CATS DO NOT CUSS. They do *not* know Twoleg words,

including cuss words. Their cusses are: "Mouse-dung, Mouse-heart, Fox-heart," and things like that.

28.) Have fun and enjoy the time you spend writing on your book! The less you yourself is excited about it, the less your readers will be exited about it.

The Worst Fanfiction Ever

Okay, so if you want to see an example of a really bad fanfiction, go read a book called "**the Worst Warriors Fanfiction ever**." CrazystarThunderClan, me, firestar4ever and Slugterrancat are all working on that book in an account called CloudtailGrandmas.

It's hilarious, and really good.

Another good example is "**Orangekit's defiance**" which is being written by @firestar4ever on that same account.

All those books 100% connects to my guide, on what NOT to do in a Fanfiction, so I highly suggest that you read them.

Here is where you will find the : CloudtailGrandmas as I mentioned before. I also suggest that you check out the authors that I mentioned, because their warriors books are really good!

Stereotypes Found in Warriors Fanfictions

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~the cats of ShadowClan often have dark colored fur, cold personalities, and yellow eyes.

~the cats of StarClan often are depicted as white cats with blue eyes

~most of the time, the heroine will have blue/green/gray eyes.

~2000% of the time, you mention characters that should be important but never actually turn up in your book again (example: parents, siblings, etc)

~a depressing backstory

~a depressing life that is actually happy but hey let's make the character seem to have a depressing life for more drama.

~a love interest that the heroine falls in love with at first sight (seriously, nobody ever sets out a developing relationship!)

~different Clan love

~hunting like 50 pieces of prey on one hunting party

~being invincible

~using words that a cat does not know (they have their own words)

~cussing

~if a rogue, loner or kittypet, they are almost immediately asked to join whichever Clan without any suspicions or disapproval

~medicine cats never get sick

~the protagonist always stands out somehow. They're never just a normal cat.

~elders are always grumpy

~the protagonist never retires to the elder's den

~StarClan cats always fade away after being all mysterious in a dream, leaving the protagonist in despair

~nobody ever thanks StarClan for their prey

~nobody ever shares tongues

~nobody ever refers to Silverpelt anymore (Silverpelt is what warriors call the Milky Way Galaxy, by the way)

~there are never any omens

~queens never have failed kittings

Be reminded, please limit the use of these stereotypes, because that's what makes a book just like any other. Try to come up with your own unique ideas, that'll definitely help you draw readers towards you to read your book. And to the forgotten things, please incorporate them more into your story!

Battle-Scenes

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Almost every single Warrior cat book and fanfiction often end with a battle-scene, or may include one at some point in the series. There are lots of common mistakes made to them, and here I thought why not help? They're not as important as the first few topics I've gone over, but when writing events in your fanfiction, whether it's good or bad can effect how many readers you have. So let's get on with the advice, shall we?

The point of the battle.

Okay, this is the most common mistake made by fan-authors when they write their books. The battle often has no point, and two or more Clans are always just fighting for no entire reason. I almost made this mistake in my own fanfiction because DarkClan and MoonClan were always on a feud with each other. I realized how ridiculous it was, thus I developed a whole backstory and reason behind their constant battles.

I recommend that you do this as well, because honestly it will make your story have like a backbone to support it, and it'll also be much more interesting. Two Clans often fighting each other for no reason is a common mistake, and sometimes writing it without realizing slips past yourself. Be sure to re-read your battle scenes to make sure there is a point behind the fighting!

The good guys don't always win.

I've mentioned this topic before on "Beginning, Middle, and End," and it also applies to battle scenes. Let us begin, shall we? All the

newbie fanfiction writers do this. I did it, you did it, we all did it. If not, then wow, you've been off to a good start. Anyways, like I said, the good guys don't always win.

When I wrote my first fanfiction, obviously ThunderClan won all the battles they fought. My protagonist (Frost-something, I forgot) was always winning, and he was basically the strongest cat in the Clan. I deleted that story because it was poorly written and I hated it and I was extremely inexperienced with the whole Warriors franchise in general.

Anyways, make sure that you reduce the amount of times you let the good guys win. In the end of a book, they don't even have to ultimately win the 'war' or whatever you're doing! Surprising, right? Well, that adds 2000x interest to your story, because there is always something poetic and interesting and fun about the good guys not winning.

Please, do not do the following:

-At the end of every battle, some writers like to make their she-cats faint for no apparent reason. If she's extremely injured, loosing blood, or if she hit her head, it's fine if she does, I guess. (It's weird because for some reason the *she-cats* are always fainting, too. I just had to point that out).

-Try to reduce the amount of killing that happens in the battle. According to the warrior code, it should only happen when necessary, and when the warriors fight in battle, they try not to murder the cats from other Clans. I guess you can only do it if your cat is evil and the Clan he/she's from is also evil.

-Do not make different battle-scenes sound similar to each other. Sometimes I see this—it's as if the writer copied their first battle, pasted it to the next one and changed a few things.

Battle Training.

An important part of apprenticeship is to have your character battle-train. There's not much to say about this. My advise is, please don't forget about including scenes of battle-training in your book if

your protagonist is an apprentice or a mentor. Many people forget to include such important scenes. They're necessary in showing the readers how the apprentice develops, and that the mentor is doing their appointed job. Battle-training is an overall necessary part of Clan life.

Extra Advice.

Well, for good fighting moves, I advise you to research the warriors wiki *(warriors.wikia.com)* because there are some sections dedicated to things like these. I know there is not much to the battle-scenes section, but I tried to stretch out the information I had. In case you're too lazy to go all the way over there, here's the list I copy and pasted from there website for reference:

BATTLE MOVES

Back Kick - Explosive surprise move to catch opponent from behind. Judge opponent's distance from you carefully, then lash out with your back legs, taking all weight on your front paws.

Belly Rake - A fight-stopper. Slice with unsheathed claws against the soft flesh of the opponent's belly. If you're pinned down, the belly rake quickly puts you back into control.

Front Paw Blow - Frontal attack. Bring your front paw down hard on your opponent's head. Claws sheathed.

Front Paw Strike/Forepaw Slash - Frontal attack. Slice downward with your front paw at the face or body of your opponent.

Killing Bite - A death blow to the back of the neck. Quick and silent and sometimes considered dishonorable. Used only as a last resort.

Leap-and-hold - Ideal for a small cat facing a larger opponent. Spring onto opponent's back and grip with unsheathed claws. Now you are beyond the range of the opponent's paws and in position to inflict severe body wounds. A group of apprentices can defeat a large and dangerous warrior in this way. Watch for the drop-and-roll counter move, and try to jump free before you get squashed.

Partner Fighting - Warriors who have trained and fought together will often fall instinctively into a defensive position, each protecting each other's back while fending off an opponent on either side. Slashing, clawing, and leaping together, battle pairs can be a whirlwind of danger for attackers.

Play Dead - Effective in a tight situation, such as when you are pinned. Stop struggling and go limp. When your opponent relaxes their grip, thinking you are defeated, push yourself up explosively. This will throw off an unwary opponent and put you in attacking position.

Scruff Shake - Secure a strong teeth grip in the scruff of your opponent's neck; then shake violently until they are too rattled to fight back. Most effective against rats, who are small enough to throw. A strong throw will stun or kill them.

Tail Yank - Grab your opponent's tail and yank it with such force your opponent is thrown off balance.

Teeth Grip - Target your opponent's extremities – the legs, tail, scruff or ears – and sink in your teeth and hold. This move is similar to the leap-and-hold except your claws remain free to fight.

Upright Lock - Final, crushing move on already weakened opponent. Rear up on back legs and bring weight down on opponent. If opponent does the same, wrestle and flip them under you. This makes you vulnerable to the belly rake, so it takes great strength and speed.

Half-Turn Belly Rake - Turn onto your side, slip under the opponent's belly, rake it with your claws, then swiftly turn back onto all fours out from under your opponent.

Badger Defense: Leap over opponent, turn on your back legs and bite opponent's leg. Used only when fighting badgers.

Duck and Twist: Simple defensive move. The cat ducks then twists around, rolling over onto their back, and then springs to their paws

Jump and pin: Complicated move. Leap backwards, and bounce off

the wall. With precise accuracy, land on the cat.

General Writing Tips

Hey guys! I wanted to add this part because sometimes it's not the FanFiction that's at fault, it can always be the *grammar* of your book.

A warriors book may be good, but the grammar may be bad. That's what sometimes drives readers away, and it even annoys them. Some may critique you and you may get offended, and others will think that all of your books are poorly written. If you have grammatical problems because English is not your first language, or because you simply suck at it, I suggest you read this part. If you're good at grammar, read it anyways.

Also note, if you're typing your whole book on your phone (which is what I've been doing lately), then you're most likely going to experience functional problems with typing. For example, autocorrect is a big issue. It sometimes changes correct grammar to incorrect grammar. It will even change unrecognizable names such as warrior names or terms and I won't even notice that my phone did that. For people who have this issue, I suggest that you constantly reread your work and edit. Also, if you can, have another set of eyes edit your book as well because mistakes commonly slip past the writer's eyes.

Things we all get wrong, even professionals.

Every writer has grammar issues in their books. I often (when I say often I mean very often) let these small parts slip past me, so I suggest even the *best* writers should look this part over.

Difference between "you're" and "your."

-You're is a contraction of you are. For example: *you are in so much trouble,* or ***you're*** *in so much trouble.*

-Your is a possessive adjective. It usually sits before a noun, for example: ***Your*** *cat is cute,* or ***your*** *hair looks nice today.* You are cat

is cute today does NOT make sense, so don't write "you're cat looks cute today."

Difference between "their," "they're," and "there."

-Their is when you are referring to a group of individuals, or when you are claiming a possessive object belongs to another group of individuals. Ex: *The kids smiled, **their** eyes bright and happy* or *it's not mine it's **their's**.*

-They're is a contraction of they are. For example: *they are in so much trouble, **they're** in so much trouble*. A LOT OF PEOPLE GET THIS CONFUSED WITH THEIR, but just remember "they are," and "they're" will come to mind.

-There is when you are referring to a place. Ex: *let's go over **there**.*

Difference between "to," "too" and "two."

-To has 2 functions. First, as a preposition, in which case it always precedes a noun. *We went **to** the gathering last moon* or *This den belongs **to** a fox.*

Secondly, it indicates an affirmative when it precedes a verb. *We need **to** do our homework* or *She wants **to** go on a hunting patrol.*

-Too is an adverb meaning "excessively" or "also." *It is raining way **too** much* or *I want to go too.*

-Two is a number (2). *Robinpaw caught **two** mice on the last hunting patrol.*

Difference between "we," "were" and "we're."

-We refers to "us." ***We** need to go on a border patrol* or *This is the last time **we** saw each other.*

-Were is a plural past-tense form of the verb "are." Here are some examples: *We **were** about to leave the house.* This phrase refers to the fact that this action already happened. If you write it like this: *We **are** about to leave the house*, then you are telling readers that it will happen in the future.

-We're is a contraction of the phrase "we are." *We are in a rush* or ***We're** in a rush*. Do NOT get this confused with "were" or it'll just sound weird.

Structure of paragraphs and dialogue.

THIS IS VERY IMPORTANT. Almost everyone makes this mistake! Even I've done it in the beginning, but fortunately I've seen my mistake and fixed it. So here's the most important thing you must know: every new dialogue by a *different* character needs to have a new paragraph.

(*Ex: Brownspots sighed with content as he dozed in the center of the camp. The sun was high in the sky and the greenleaf air was blowing softly in his thick fur. Suddenly, a cold shadow loomed over his face, and he blinked an eye open. Right before him, he could see his mate, Splashheart.*

"Come on up, we're on a hunting patrol together," she mewed, nudging him gently.

He purred and stood up. "Great! I haven't hunted with you in ages!" he exclaimed. He looked around the RiverClan camp, seeing that most cats were cooling down from the hot weather in the river. "When we come back, we should definitely go for a swim."

"Yep!" she said, padding to the camp entrance with him side-by-side.

"Hurry up, lovebirds! We haven't got all day!" called their deputy, waiting impatiently at the camp entrance with his apprentice.)

So, in the example I provided, when a different cat spoke, separated each dialogue with a NEW paragraph. Don't forget:

"Hi," she said.

"Hi, he said back.

You do **not** do it like this:

(*Brownspots nudged Splashheart affectionately. "I love you," he purred. She looked at him and purred as well. "I love you too," she mewed. The*

deputy padded up to them. "Great catches, both of you," he complimented. "I really knew that you too would do a great job. Team-hunting is amazing, isn't it?" "It sure is," Brownspots said.)

Guys. You do **not** do your dialogue like this. It is the ultimate taboo in the writing world, and is most likely going to draw readers away. If you have this particular problem, try and remembering these tips! I also can assure you that if you need help, others who are reading this will help you if they don't have this problem.

When is it okay to have dialogue in the same paragraph?

Although I don't recommend you to do this every time you add a new dialogue, it is possible to write the dialogue two different characters in one paragraph. You do it like this:

(*Brownspots purred as he and Splashheart shared a piece of trout. "You sure caught a good one!" he complimented, taking another bite. Splashheart swallowed her piece and meowed, "Thanks. I wouldn't have done it without your help.")*

You see what I did there? In case you haven't noticed, I introduced the new character before writing the dialogue and connected it with a comma.

"Hi," he said. *She replied,* "Hi."

You do NOT do it like this, or you will confuse the reader as to who is talking.

"Hi," he said. She replied. "Hi."

If you want to occasionally add this kind of dialogue to your story, just DO NOT FORGET THE COMMAS. I can't stress the importance of this enough.

Use words other than "said."

Writing effective dialogue is not always *what* your characters say, but *how* they say it. I have to admit, it's not necessarily a bad thing to overuse the word "said." Most professional writing tips books that I've read actually encourage simplicity in dialogue. However, some

people prefer to write with a little more spice. Using words other than "he SAID, she SAID, they SAID" can add emotion and interest to your character's words.

Here is a list of dialogue words compiled from *www.nownovel.com*, categorized by the emotion or scenario they convey:

-Anger:
Shouted, bellowed, yelled, snapped, cautioned, rebuked.

-Affection:
Consoled, comforted, reassured, admired, soothed.

-Excitement:
Shouted, yelled, babbled, gushed, exclaimed.

-Fear:
Whispered, stuttered, stammered, gasped, urged, hissed, babbled, blurted.

-Determination:
Declared, insisted, maintained, commanded.

-Happiness:
Sighed, murmured, gushed, laughed, purred.

-Sadness:
Cried, mumbled, sobbed, sighed, lamented.

-Conflict:
Jabbed, sneered, rebuked, hissed, scolded, demanded, threatened, insinuated, spat, glowered.

-Making up:
Apologised, relented, agreed, reassured, placated, assented.

-Amusement
Teased, joked, laughed, chuckled, chortled, sniggered, tittered, guffawed, giggled, roared.

-Storytelling:
Related, recounted, continued, emphasized, remembered, recalled,

resumed, concluded.

-Questioning:
Questioned, asked, wondered, pondered.

Use dialogue tags sparingly.

Despite just giving you that whole list of words, using dialogue tags sparingly can actually improve the quality of your writing. If you don't feel comfortable doing this, you really don't have to. But I encourage you to try this, as you will sound more like a professional writer.

The problem with using a dialogue tag is that the more we use them, the more we are aware of the author creating the dialogue. Compare these two versions of the same conversation:

("You chased off my prey!" he growled, glaring at her.

"It's not my fault you're too slow!" she said.

"Shut up," he replied.)

As you can see, after every dialogue I've added a tag to indicate that a person is speaking. However, because we already use quotation marks to indicate dialogue, it is not necessary to include the tag. Now compare that example to the following:

(He glared at her. "You chased off my prey!"

"It's not my fault you're too slow!"

"Shut up.")

Without over-using the dialogue tags, this leaves much more to the reader's imagination and enriches your writing. Your use of quotation makes ". ! ?" will indicate the tone of what your character is saying in these situations. Also, adding an action before the dialogue will help illustrate the situation even more. If you still don't quite understand, it's okay! Comment your concerns and I or other writers will try and help you the best we can.

Paragraph spacing.

In the topic of dialogue, remember when to actually write your paragraph spacing:

1) when something new or different is happening.

2) when someone new or different is speaking.

3) when you stop actions and start describing something, or the other way around.

Trying to be professional?

If you're trying to write professionally, you most definitely have to do this:

Ok—>Okay.

It is not a problem to write "ok," but most professional writers write it as "okay."

Also, here's some things you must change:

Yea—>Yeah

Alot—>A lot

Aswell—>As well

Moonclan--->MoonClan (AHEM, Tigerheart)

Noone—>No one (AHEM, Tigerheart + Blazestorm)

FlamePaw—>Flamepaw

USE CORRECT CLAN TERMINOLOGY/WORDS. PLEASE.

I understand why Clan language is hard to get used to. After all, these words are foreign to our ears, and strange to put in our regular use of words. But some of these words are things in the regular English dictionary, such as rogue and prologue. Almost everyone spells these words wrong, and that's what drives readers

away as well. Thank you guys for telling me to put this part!

Almost everybody writes a prologue to their warriors series. Almost everybody. This is how you spell it and stick it in your head: P-R-O-L-O-G-U-E. Prologue. Prologue. Prologue. Prologue. Prologue. Got it? PROLOGUE.

Now let us glue rogue in your head. A rogue is a hostile cat out of the Clans (not always hostile, though) and they tend to defend their territory unlike loners who travel place to place. This is how you correctly spell it: R-O-G-U-E. Rogue. Rogue. Rogue. Rogue. Rogue.

Guys, the "*gue*" of a word shouldn't confuse you! Prologue and rogue, okay?

If you guys have any more writing tips, I suggest you comment down below to help other fellow FanFic writers!

Side-Characters

NOTE: everything is based off of the opinion and observations of the author. This is just advice written by her own knowledge, and you are by no means obligated to follow any of her "rules or guidelines." They are only there to provide help if needed, or suggestions. Every author has the right to create whatever they want!

Side-Characters (aka Supporting Characters)

Use them! Side-characters in a Warriors book comes in large numbers and break all the writing rules of limiting the amount of characters available. There are normally an abundance of side-characters in a Clan, and this factor is most likely inevitable. So instead of limiting the amount of screen time each character gets, why not incorporate all your characters as often as you can? Obviously, don't use twenty cats in one scene, but perhaps two to eight per scene, or as much needed. Just remember: the cats listed in the allegiances shouldn't be forgotten about, they should always be used in your story.

Well, that is unless your cat goes on a journey or isn't around his/her Clanmates throughout the story. Or if your cat belongs to a Clan-in-the-making and is normally around only a small group of cats. Or perhaps your cat may not be a part of a Clan, but instead a group of rogues.

Endless possibilities! But you get the gist of it.

Give your side-characters roles. They shouldn't just stand around to add a number or a name to your allegiance list. And they should definitely not only be a character for you to just kill off. (Tip: if you're going to kill off your side-character, I suggest you grow your fans to become attached to them in one way or another. It'll make the death sadder!) And by doing that, they'll likely need some sort of role!

Roles can include: helping your protagonist, having a significant role to your protagonist's life (e.g: mentor, role-model, sibling, parent, friend, mate, etc.), being part of the prophecy, being a rival, etc. If you have more role ideas let me know!

The difference between major and minor side-characters. There's actually a significant difference between the major and the minor characters. And remember, we're not talking about the protagonist here, we're talking about the supporting characters alongside your protagonist.

Major side-characters: one of the main-characters (mind you, not the protagonist), or a character that receives a lot of screen-time or does something significant to the plot. They could be your character's worst enemy, best friend, sibling, mate, or whatever the heck you want it to be. The amount of characters like these should be limited, so you don't confuse your reader, but use however much you need.

Minor side-characters: basically everybody else, because there is obviously a heck-of-a-lot-of characters in most Warriors books. They're mostly around for doing things like patrols, battles, living the Clan life, and providing an atmosphere.

Side-characters and their personalities. Supporting characters should not be the same as everyone else, with the same personality, the same goals, or the same looks. Just like humans, every single character (or cat, in our case) is different. They are each unique in their own way. When I talked about creating your character, I included name-personality-appearance advice, and gave a big rule: no Mary Sues (D:).

Anyway, your characters must absolutely have their own personality. Though there will be only a selected few you would go into depth with, every character you come across should surely have their own personality going on, to spice up your book's characters.

TIP: ***go ing into the little details, such as giving your character quirks, special traits, small habits, e tc. will spark the interest of your readers!***

Best friends. I see a lack of these characters in Warriors Fanfictions. Honestly, I don't even know why! Best friends add so much dynamic to the story. My piece of advice on best friends is, have at least one character your cat excessively gets along well with. This doesn't mean this character is their mate or love interest, but it just means that they highly treasure them as a friend.

Best friends usually get along because they share the same morals, values, thoughts and opinions. Such characters may have inside jokes with each other, playfulness, and a lot of teasing. They are the #1 cat your protagonist wants to be with on patrols, and sit by in the gatherings. That is . . . If they don't have a mate.

Mates. If I'm being honest here, mates are not a necessity, but such characters are introduced in almost every single Warriors Fanfiction out there. If not a mate, then at least a crush or love interest. This is expected, of course, since falling in love is a natural feeling and is just a general part of life.

Mates or love-interests are cats that make your protagonist's heart flutter. Maybe it's the way they look. Maybe it's the way they speak, smell, or act. Your protagonist sometimes gets jumbled up around them. They want to do everything they can to impress them. With a love-interest, I advise you to not make your protagonist have a crush on this cat for the sake of it. You need to add a reason why they feel an emotional connection to this other character, and add a growing/developing relationship between them. Don't just jump right in to the romance.

TIP: ***EVERY relationship your cat has, whether it's a friendship, a mate, or an enemy, must have a developmental stage. Don't just put it up in the air out of nowhere!***

Continuing on the topic of mates, I have to admit, cats sometimes get attracted to others from different Clans. But this trope is overused and I don't advise you to do this. If it's absolutely necessary to your story, by all means, go for it. My recommendation, however, is to stick with the cats in your protagonist's Clan.

Another thing I want to bring up is, *there is such a thing as falling in*

love more than once. Some romances don't work. Sometimes there is an unfortunate death. I'm just saying, I never see 'mates' or 'love-interests' go away once they've been declared. The first cat your protagonist falls in love with does not need to be the only cat they fall in love with.

Side-characters are not always friendly. Though I'm going to go more in depth with this topic in the next chapter, I believe that this is fairly important. Side-characters can greatly affect the life of your protagonist, whether this is a good thing or—you guessed it—a bad thing.

Incorporating enemies and rivals into the book will definitely spice up the drama. And note, just because this character is an enemy or rival to your protagonist, this DOES NOT MAKE THEM EVIL!

For example, in my own book, my protagonist has a friendly rivalry with his brother as apprentices. Rivalries incorporate feelings such as competitiveness, jealously, friendly feuds, occasional real feuds, and much more. Rivals don't necessarily hate each other, they're just always trying to top each other off. This is a good plot devise and a good way to use characters in your book. It adds extra goals your protagonist may have, and also incorporates a motivator as to why they may want to improve on themselves.

As for enemies, your protagonist generally dislikes this character. Your protagonist disagrees with them on their most important morals or opinions. They generally can't stand being on patrols with them, but they tolerate them because they're in the same Clan. If your protagonist's enemy is from a different Clan, they will often engage in border feuds and lock on each other in battle. In general, your cat just doesn't like their enemy.

TIP: *when giving your protagonist enemies, don't make it for no reason .*

Above all, the bottom line for when you think about adding rivals and enemies to your book: THEY ARE NOT THE ANTAGONIST. They are not evil. No way! Like real life, not all people agree on things. The same goes with warrior cats. Not every cat agrees on the same things, and your protagonist doesn't have to like or be friends

with everyone. Likewise, everyone doesn't have to like or be friends with your protagonist.